MORROWIND

GAZETTEER

Morrowind Gazetteer

Morrowind natives know their land as a place of dangerous beauty and wonder, though the province's rival Dark Elf houses often lead outsiders to feel unwelcome. The countryside is dotted with giant mushrooms and wandering netches, and daily life is conducted in the shadow of the Red Mountain, the largest volcano in Tamriel and perhaps all of Nirn. Meanwhile, the Dark Elves' Tribunal gods walk among them, and the wreckage of the land's history is easily found underground in the massive caves, homes, and cities of the extinct Dwemer people. Though Morrowind's abundance of excavatable sites has long made it an archaeologist's wonderland, rumor has it that a recent enterprise of unknown origin has been scouring dig sites around the province in search of specific, unnamed artifacts.

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OVERLAND MECHANICS

The Wood Elf Deslandra has been searching for artifacts buried beneath Morrowind to help her efforts. The more artifacts she obtains, the more powerful her forces will be when you face them at the end of your session. Place tokens on the 0 for both the Dig Track and the Excavation Track on the overland map.. The Dig Track conveys how much progress Deslandra has made in her current archaeological dig. The Excavation Track conveys how many artifacts Deslandra has recovered. When resolving the Activate Province Effect step, increase the Dig Track by the amount indicated by the overland icon. If the Dig Track would exceed 3, reset it to 0 and increase the Excavation Track by 1 (the Dig Track does not continue to increase). There are 2 dig sites on the overland map, marked by the icon. When you would trigger an encounter while occupying a dig site, you may choose to either disrupt the dig or skip taking an encounter.

To successfully disrupt a dig, you must successfully complete the following delve.

At the start of the encounter, set the Round Counter to the same value as the current Dig Track (to a minimum of 1). After the first skyshard is revealed, no additional delve tiles can be explored or revealed. The encounter is successful at the end of a round in which at least 1 skyshard has been gained and all enemies are defeated. If the encounter is successful, gain 1 XP during the day's Reward Phase, and draw equal to the current value of the Dig Track, distributing them among adventurers. Then, reset the Dig Track to 0. Regardless of success, skip today's Activate Province Effect step.

BATTLE OBJECTIVE - SPECIAL

Increase the Dig Track by 1.

Increase the Dig Track by 2.

Either increase the Dig Track by 4, or reduce the party's base overland movement by 3 during the next day's Overland Phase.

No Icon: No effect.

NATIVE SKILLS

Fumes: After this unit is engaged by an opposing unit, apply a Blind status die to the opposing unit.

DELVE FEATURE

Find the **Dark Elf Patrol** delve cards (MW-SP-01, MW-SP-02, MW-SP-03) and set them aside. Another delve card may instruct you to shuffle these cards into the Delve Deck. If a Dark Elf Patrol delve card is revealed and set aside, it is not shuffled back into the Delve Deck unless instructed by another delve card.

TRAVELING CARAVAN

Word of mysterious dig sites has been weighing on your mind, but these nomadic Ashlander Dark Elves have offered you shelter and rare trading opportunities. You're tempted to take them up on their offer, though it may mean tarrying while there is much to be done.

Dismaying Delays: Each adventurer has 2 fewer town actions. At the start of this encounter, the party may choose to increase the Dig Track by 1 to give each adventurer an additional town action. This may be done multiple times, up until the Excavation Track is increased.

Ashlander Traders

Common: 0

Legendary: 6

Trainers Available: 5

Inn: Closed

Quest Board

Guild Kiosk: Closed

Town Square

Ashlander Gifts: Draw 1 , and gain an amount of bonus HP or tenacity equal to the value of the Excavation Track (may be split between the 2).

Alchemy Station

BALMORA

Balmora is a newer city by Tamriel's standards, built after the fall of the Second Empire. Its construction has been something of a sore spot between the great houses of Morrowind, but its strategic location near the Vvardenfell coast promises to make it a major local player for years to come.

House Brother's Guidance: After populating trainers, each adventurer may discard an item to replace 1 of the drawn skill lines with a type skill line of their choice from the trainer bag.

Market Gate

Common: 4

Legendary: 0

Trainers Available: 5

The Randy Netch Inn

Quest Board

Guild Kiosk

Town Square

Set Sail (group): At the end of the day, place the party token in Necrom or Silent Mire. You must spend your next day in that town.

Alchemy Station

DAVON'S WATCH

Davon's Watch has continually been put in the firing line of history. The House Indoril stronghold has been under siege multiple times in recent decades, and was only saved from a Daggerfall Covenant attack by a rampaging Daedra. Despite that, life goes on, largely thanks to the fact that Davon's Watch is an important port city on Morrowind's Inner Sea.

Besieged: If this is the party's first visit to Davon's Watch this campaign, the first town action taken must be the Army of the Dead town square action. This is considered a free town action. The party may choose to ignore this effect if each adventurer either discards 2 items or gains 2 overfatigue. Then, log the visit in your campaign journal.

Ashland Treasures

Common: 4

Legendary: 2

Trainers Available: 4

The Fish Stink Tavern

Quest Board: Closed

Guild Kiosk

Town Square

Army of the Dead (group): Initiate the following clash.

Deploy a random level 1 enemy to each ★ hex. For this clash, these are companions controlled by the party. All enemies gain enemy skill: **Ethereal**. If the encounter is successful, draw 👜 equal to the number of these companions that are undefeated, distributing them amongst adventurers.

Battle Map Setup:

BATTLE OBJECTIVE - CONQUER

Alchemy Station

EBONHEART

Ebonheart bills itself as a melting pot, but even the strongest cookware is capable of cracking. Nords, Dark Elves, and Argonians exist peacefully but uneasily together within the city's walls. Perhaps seeking to foster a spirit of togetherness, the city's leadership is fond of promoting holiday festivals for all to enjoy.

Strife in the Pact: Argonian adventurers cannot take inn town actions. Dark Elf adventurers cannot take trainer town actions. Nord adventurers cannot take shop town actions. The party may make a social check (x 2) and ignore this effect if successful.

Plaza Trademarket

Common: 6

Legendary: 0

Trainers Available: 5

The Ebony Flask

Quest Board

Guild Kiosk

Town Square

New Life Festival (group): If it is day 9 or later, gain the following **Persistent** effect: The next time XP is gained, each adventurer gains 1 bonus XP.

Alchemy Station

GNISIS

This small House Redoran holding is known for its prodigious kwama mining. Its operations were threatened by the discovery of a dangerous Dwemer artifact deep within the mine, but the crisis was averted and the town quickly got back to normal, which is just the way its residents like it.

Fanisea Saram, traveling merchant: If it is day 7 or earlier, the shop is open and is populated with 6 .

Shop: Closed

Common: 0

Legendary: 0

Trainers Available: 4

The Resting Kwama

Quest Board

Guild Kiosk: Closed

Town Square

Abandoned Kwama (group): Level 1: **Scrib** becomes a companion controlled by the party. At this time, adventurers may discard a number of equal to + 1 to flip the Scrib to level 5: **Kwama Warrior**.

Alchemy Station

KRAGENMOOR

The capital of House Dres, Kragenmoor has a poor reputation in the Ebonheart Pact. Part of that reputation is sheer snobbery – simple saltrice farming makes up a sizable chunk of the city's economy – but part of it is justified, as House Dres is known to skirt the Pact's ban on slavery.

Vendetta of House Dres: If the party ever takes the Liberators town square action, Kragenmoor becomes closed for the rest of the campaign, except for quest-specific reasons (log this in your campaign journal).

Whisker-Twitch Trading Hut

Common: 5

Legendary: 1

Trainers Available: 3

The Hissing Guar

Quest Board: Closed

Guild Kiosk

Town Square

Liberators (group): Each adventurer gains 5 light fatigue. The party gains 1 XP, and Khajiit and Argonian adventurers may gain 5 tenacity. No additional town actions can be taken today, and the Adventurers Rest step is skipped.

Alchemy Station

MOURNHOLD

Home of the Tribunal god Almalexia, Mournhold is a fabled and revered city for Dark Elves all around Tamriel. As the capital of the Ebonheart Pact and one of the sacred cities of the Dark Elf religion, it is kept under strict guard by a variety of security forces, including the Ordinators, the sacred guards of the Tribunal Temple.

Bustling Capital: Each adventurer has 1 additional town action. If this is the party's first visit to Mournhold this campaign, the first town action taken must be the Registration town square action. Then, log the visit in your campaign journal.

Royal Bazaar

Common: 3

Legendary: 5

Trainers Available: 6

The Flaming Nix

Quest Board

Guild Kiosk

Town Square

Registration (group): An Ordinator stops you at the gate to welcome you. However, she informs you that you must be registered. Make a social check (x 4). If unsuccessful, each adventurer must select 1 of the following options (the same option can be selected by multiple adventurers):

1. Bribe the official. Discard 2 or 4 .
2. Insist you are important, even if your party isn't. Drain 2 available Speech skill dice.
3. Explain that you are already registered. Only Dark Elf adventurers can select this option.
4. Patiently wait. You cannot take additional town actions this encounter.

Alchemy Station

NARSIS

Founded long ago by the prophet Veloth, Narsis has carved out a unique path for itself as the capital of House Hlaalu. Known for its beautiful native flora and for one of the most reliable breeds of guar in Morrowind, the city has much to be proud of – although it is currently recovering from an outbreak of the Llodos Plague.

Plague Ridden: After each time an adventurer takes a town action, they must roll 1 D6. On a 1-3, they gain 2 light fatigue or are dealt 1 true damage. This effect is ignored on day 1.

Merchants' Stall

Common: 5

Legendary: 1

Trainers Available: 5

Inn: Closed

Quest Board

Guild Kiosk

Town Square

Alchemy Station

Agents of House Hlaalu (group): Roll 1 D6 and resolve the following result:

1-5: Decrease the Dig Track by up to 2 and skip today's Activate Province Effect step.

6: Increase the Dig Track by 1.

NECROM

Colloquially known as "The City of the Dead," Necrom is famous throughout Tamriel for the sacred funeral rites practiced within its walls. Its importance to Dark Elf religious tradition has kept it unaffiliated with the great Dark Elf houses, allowing all to observe the rites in peace.

Bonding Ritual: At the start of this encounter, the party gains the following **Persistent** effect: For the rest of the session, after a full party defeat, the party may be placed in Necrom instead of in the closest town. Doing so revives each adventurer to full HP.

Fortune's Fount

Common: 6

Legendary: 2

Trainers Available: 5

Mourner's Solace Inn

Quest Board

Guild Kiosk

Town Square

Steal from the Shop: Make a lockpick check 2-4-6 (3 attempts). If successful, draw 1 or gain any 1 from the shop, and gain an additional town action. If your cooldown track has 4 or more fatigue in it after the check is complete, the check is unsuccessful.

Alchemy Station

SADRITH MORA

The mushroom city of Sadrith Mora is one of the most important holdings of House Telvanni. As befitting its house, which is outside the Ebonheart Pact, the island settlement is remote and hard to reach. Those who succeed in doing so, however, will find a world of magical possibilities at their fingertips.

Outside the Pact: At the start of this encounter, each adventurer may discard 1 to gain 1 additional town action.

Sadrith Mora Market

Common: 2

Legendary: 3

Trainers Available: 4

Gateway Inn

Quest Board: Closed

Guild Kiosk

Town Square

Tel Naga: Untrain a type skill die and train a skill die of the next level higher in the same skill line. If you also drain 3 available Shadow skill dice, the skill die you train may be 2 levels higher than the untrained skill die.

Alchemy Station

SAILENMORA

A small settlement has popped up near Sailenmora, a long-standing shrine to the Dark Elf Saint Vorys. A group of Khajiit Baandari nomads has also taken up residence nearby, much to the chagrin of the priests in charge of the shrine.

Baandari Merchants: At the start of this encounter, each adventurer may draw 1 . Each adventurer that does so must then discard 1 .

Shop: Closed

Common: 0 | **Legendary: 0**

Trainers Available: 3

Inn: Closed

Quest Board

Guild Kiosk: Closed

Town Square

Alchemy Station: Closed

Pay Homage: Gain 2 tenacity. Dark Elf adventurers may gain 3 tenacity instead.

SILENT MIRE

Silent Mire is very new to Morrowind, founded on the province's eastern coast by Argonian settlers after the Ebonheart Pact outlawed the Dark Elves' once-rampant slave trade. The village has already endured much, including a recent raid by Renrija pirates.

A Pirate's Calling: At the start of this encounter, the party may freely gain The Prodigal Bandit side quest, if possible.

Trades-for-Gold

Common: 3 | Legendary: 0

Trainers Available: 3

Inn: Closed

Quest Board

Guild Kiosk: Closed

Town Square

Alchemy Station: Closed

The Crafty Monkey: Increase the Dig Track by 1. Then, draw 2 , choosing 1 to gain and discarding the other.

VIVEC CITY

Perhaps the most holy city in Morrowind, Vivec City is named for the Tribunal god who makes his home there. Mystical and grand, its ways are mysterious – from Vivec himself to the small moon that hangs impossibly above the city.

Shadow of Baar Dau: Adventurers must spend 1 tenacity in order to take a second town action. This effect is ignored on day 1.

Pilgrim's Market

Common: 3 | Legendary: 1

Trainers Available: 5

Abbey of St. Delyn

Quest Board

Guild Kiosk

Town Square

Alchemy Station

Ordinator Influence (group): Skip today's Activate Province Effect step.

A01 The Crude Sprawl of Llodos

Complexity: 2

Mages Guild

Session Snapshot: *Gather information on a mysterious disease by gaining negative status effects. Excavations increase the health of the units you must defeat in the final step and reduce the effectiveness of a disease cure.*

A distressed Breton approaches you as you mill about Vivec City's Mages Guild hall. She identifies herself as Caydeire Dechery and asks if you can help her with a task. Morrowind, she explains, doesn't agree with her.

"Honestly, I'm already up to my ears in oversized creepy crawlies and giant mushrooms. I can't deal with more Morrowind problems," she moans. "Why is everything so big here? Bugs should be small!"

You patiently wait for her to finish her litany of complaints before asking her what the job is.

"Oh, right," she says. "The guild has been doing some additional investigation into the Llodos Plague, the disease that's been afflicting Dark Elves in the region. The primary strain has been linked back to the Maulborn cult, but some new variants have popped up that are resistant to normal treatment, and the guild wants to know if those are purposefully being spread the way the Maulborn spread the initial infection. We'd been working with the monks in Muth Gnaar to learn more, but our representatives there have recently come under siege. I'm asking you to reinforce them and help continue their research."

She pauses.

"The infection kills most people and can turn others into undead husks, so it's pretty serious," she cautions. "Be careful. Morrowind is scary enough as it is."

Starting Location: Vivec City

Special Setup Instructions:

Designate a set-aside area to place the cards that will make up the plague sample stack.

Quest Objective:

Travel to Muth Gnaar and initiate the following clash (recommended by day 4).

Deploy level 1: **Zombie** (HR) to Hex A with additional HP equal to ☊. After this clash is successful, acquire 1 plague sample.

Ongoing Step Effects:

Whenever you are instructed to acquire a plague sample, draw the top 🝙 card and place it facedown in your plague sample stack. These items are only used for quest tracking purposes and cannot be used by adventurers.

Battle Map Setup:

Rewards: 2 ✶

When completed, go to entry: B02 *(pg. 25)*

A05 The Houses' Hidden Hand

Complexity: 1

Thieves Guild

Session Snapshot: *Steal relics to make the final clash easier. Excavations apply cumulative negative effects during the clash.*

You're approached one evening by a sharp-featured Dark Elf who identifies himself as Feyn. He tells you the Thieves Guild was contacted by a low-level student in Vivec City's Temple Canton.

"This student was sent to the guild because the Tribunal priests don't want any official record of what I'm about to say," he murmurs. "Recently, a master thief has taken up residence in Morrowind and begun involving himself in a series of increasingly brazen heists of Tribunal relics. The priests need someone to discreetly look into these burglaries and return as many of the relics as possible. I suppose the rationale is that it takes a thief to know a thief. These relics are rumored to be hidden in a variety of out-of-the-way enclaves around the province. Any you retrieve will land you a generous reward."

Starting Location: Vivec City

Special Setup Instructions:
Designate a set-aside area to place the cards that will make up the relic stack. Set aside quest unit: **Zirik**.

Quest Objective:
At the end of any day, you may choose to proceed to Quest Step **B06** (recommended by day 9). Relics can only be acquired before proceeding to Quest Step **B06**.

Ongoing Step Effects:
Whenever you are instructed to acquire a relic, draw the top and place it facedown on your relic stack. These items are only used for quest tracking purposes and cannot be used by adventurers. The more cards in your relic stack, the easier the final quest step will be.

Each time a side quest is completed, acquire 1 relic.

While you are on this step, you may choose to acquire a relic by traveling to a conflict landmark and initiating the following clash instead of drawing an encounter for the day.

For this clash, use three 3-hex and one 6-hex delve tiles instead of the clash mat. Ignore all icons on the tiles, instead deploying enemies and caches as indicated.

After an adventurer successfully lockpicks the cache, discard the drawn item and place the cache chip underneath their character chip (above their HP). If the lockpick check is unsuccessful, the cache is not removed. If the adventurer holding the cache is defeated, the cache chip is placed in the hex they were occupying. Another adventurer can pick it up by moving into its hex (no lockpick check is required). While an adventurer is holding the cache, you cannot retreat from the battle.

This encounter is successful at the end of a round in which the adventurer carrying the cache is occupying the entrance tile. Gain 1 XP during the day's Reward Phase and acquire 1 relic. If the encounter is failed, the quest is not failed. This encounter may be repeated multiple times, but cannot occur twice on the same landmark. Log the landmarks used in the campaign journal.

Battle Map Setup:

Rewards: 0

When completed, go to entry: B06 *(pg. 25)*

Dark Portents A08
Fighters Guild
Complexity: 1

***Session Snapshot:** Capture enemies in combat before destroying special enemies in a dungeon. Excavations advance the Round Counter in the final battle.*

The Fighters Guild has tasked you with traveling to Narsis, where you're to meet with a House Hlaalu noble named Nilonii Girano.

"I'll get right to business," she says. "Some time ago, a High Elf terrorist named Himandoril engaged in a highly destructive campaign of arson against some important Hlaalu homes and administrative structures. He was caught and locked away in Narsis, but recently, the group he belongs to, a bunch of anarchists called the Painted Eye, has broken him out of prison. We fear further reprisals and would like you to track him down before he restarts his work."

Starting Location: Narsis

Special Setup Instructions:
Set aside quest unit: **Enraged Deslandra**.

Quest Objective:
Defeat x 2 bandit or marauder enemies (recommended by day 6). Each time a bandit or marauder enemy is defeated, log it in your campaign journal (you only need to track the number of enemies defeated, not their level or name).

Ongoing Step Effects:

After deploying enemies either at the start of a clash or when a delve tile is revealed, you may search the enemy bag and replace any deployed level 1 or 5 enemies with a bandit or marauder enemy of the same level. These replaced enemies deploy with +2 HP.

After deploying enemies at the start of a clash, you may also choose to deploy additional level 1 enemies to unoccupied numbered hexes (and may then replace them with bandits as described above).

Rewards: 1 ✷

When completed, go to entry: B09 *(pg. 26)*

A12 Mephala's Protection

Complexity: 3

Dark Brotherhood

***Session Snapshot:** Seek out assassins before participating in a final delve. Excavations trigger escalating negative effects when the final quest enemy is revealed.*

You're contacted by Hides-The-Ashes, an Argonian member of the Dark Brotherhood in on special business from Black Marsh.

"The Black Sacrament has given us a new target," she says. "Dark Elf thief by the name of Zirik, been stirring up much trouble as of late in Skyrim and Black Marsh. We've word he's fled here and has sought refuge with –" she spits "– the Morag Tong."

You nod knowingly. No petty crook could run through half of Tamriel and end up with the Morag Tong without a powerful sponsor, and the Dark Brotherhood would have a strong interest in depriving its rival guild of the prestige and coin that come with a high-profile ward.

"The job is simple," Hides-The-Ashes continues. "Figure out where this Zirik is holed up and eliminate him. Avoid the Morag Tong who would kill you to protect him. I trust you can work out the details."

Starting Location: Necrom

Special Setup Instructions:

Shuffle ☊ + 1 👜 into the Peaceful Overland Deck. Designate a set-aside area to place the cards that will make up the Morag Tong presence stack. Set aside quest units: **Morag Tong Assassin** and **Zirik**.

Quest Objective:

Travel to any town other than Necrom and complete a town encounter (recommended by day 3). During the encounter, each adventurer must take at least 2 town actions.

Ongoing Step Effects:

At the end of each town encounter, for each adventurer that took 2 or more town actions that encounter, add 1 👜 to the Peaceful Overland Deck. Then, shuffle this deck. This effect is ignored in Necrom.

When an item is drawn from the Peaceful Overland Deck, either as a peaceful encounter or for the purpose of resolving an icon during the Activate Province Effect step, place it in the Morag Tong presence stack and draw a new card. These items are only used for quest tracking purposes and cannot be used by adventurers.

Rewards: 0 ✷

When completed, go to entry: B13 *(pg. 27)*

X Larks The Spot

Undaunted

A16
Complexity: 1

Session Snapshot: *Collect several skyshards over the course of the session before retrieving an artifact from a delve. Excavations increase the length of the final delve.*

It seems every member of the Undaunted in Morrowind is abuzz as the latest rumor of treasure circulates throughout the province – there is, you're told, a credible new lead on the location of the Eye of Argonia. The Eye is a fabled lost gem with awesome powers that vary in the telling – perhaps a magical gateway to undiscovered lands, perhaps 10 other equally outlandish claims – and its story is known to all in Tamriel who spent their childhood nights dreaming of adventure. The actual existence of the Eye, however, has remained unproven. You've lived long enough to know that Morrowind or Black Marsh will occasionally get worked into a frenzy over possibly unearthing the artifact, only for the fervor to die down once all who set out in search of it come back empty-handed. This time, however, things are a little different.

The word is that the Eye is being sought by the Lark of Rosgard. The masked thief has been making a name for himself of late, engaging in all manner of showy and daring heists. The Lark is a mysterious man, but he is not known for wasting his time; if he's after the Eye, there may be something to it. You resolve to inspect some of the sites you're told the Lark has visited to see if you can pick up any clues.

Starting Location: Necrom

Quest Objective:

Gain ☊ skyshards before the end of day 5. If you are in Session 2, you must gain ☊ + 1 skyshards instead. Each time a skyshard is gained, log it in your campaign journal. Proceed to Quest Step **B17** at the end of the day in which the final required skyshard is gained.

If you do not have the required amount of skyshards by the end of day 5, the quest is not failed. Instead, proceed to Quest Step **B17**, but do not gain the XP reward for this quest step.

Ongoing Step Effects:

When you would draw a conflict encounter card, you may draw an additional card, choosing 1 to initiate and cycling the other to the bottom of its deck.

If you are playing on Apprentice difficulty, each adventurer may heal for 1 HP after each time a skyshard is gained.

Rewards: 1 ✶

When completed, go to entry: B17 *(pg. 27)*

Site Unseen

Outer Watch

A21
Complexity: 1

Session Snapshot: *Visit dig sites and weigh whether you want to stop the digs. Excavations increase the number of dice you must drain during the final battle.*

Per Outer Watch instructions, you make your way to the Necrom docks, where you are met by a Watch agent named Unundile. The haggard Dark Elf often pretends to be a beggar as she observes the comings and goings of people of interest at the port.

"Morrowind is lousy with powerful artifacts buried underground, and Deslandes is searching for them," Unundile says. "Many of the things she's unearthing are said to hold much power, and her efforts to amass such an arsenal are undoubtedly purposeful. The Watch humbly requests that you visit some of the places she's been digging to find out what she's uncovered. Even better, if you find out where she's storing the artifacts, go there and... disrupt the operation." She gives you a hard look. "I trust your discretion. If you do something, let's say, that the Watch wouldn't normally do, try not to let people know you're from the Watch."

Starting Location: Necrom

Special Setup Instructions:

Designate an area to place set-aside cards that will make up the artifact stack. These cards are artifacts. Set aside quest unit: **Anchorite Deslandra**. If is 3+, also set aside quest unit: **Corrupted Creature**.

Quest Objective:

After successfully disrupting at least 2 digs, travel to a conflict landmark and choose to initiate the following clash, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

Add Anchorite Deslandra to the EP and deploy her first. Then, each adventurer must drain a number of available skill dice equal to the value of the Excavation Track. If they do not have enough skill dice to drain, they must gain 1 overfatigue for each die they cannot drain.

As an action on an adventurer's turn, they may discard 1 artifact to defeat a level 1/5 enemy, 2 artifacts to defeat a level 10 enemy, or 3 artifacts to defeat a level 20 enemy.

Ongoing Step Effects:

If you are in Session 2, do not skip the day's Activate Province Effect step after attempting to disrupt a dig unless the Dig Track was already at 0 prior to the disruption.

After successfully disrupting a dig, you may choose to either reset the Dig Track to 0 as usual, or leave its progress as-is and instead draw the top and place it facedown in your artifact stack. These items are only used for quest tracking purposes and cannot be used by adventurers. The more cards in your artifact stack, the easier the final battle will be.

Battle Map Setup:

Battle Objective—Corpse

3+ players: Add the Corrupted Creature to the EP and deploy it second.

Rewards: 2

When completed, go to entry: E22 *(pg. 40)*

A23 DIVINE APPROPRIATION

Complexity: 2

Psijic Order

Session Snapshot: *Travel to various locations before entering a dungeon. Excavations increase the strength of the final enemy, but that strength can be reduced by the collection of Tribunal Blessings.*

The Order has dispatched you to Mournhold on an suspicious errand. Almalexia, one of the three deities of the Dark Elves' Tribunal religion, has requested a Psijic emissary for a consultation regarding matters requiring your utmost discretion. You volunteered for the job, but you're still a little nervous to meet the Lady of Mercy in person. Still, your superiors know that you're capable, and that's about all you can cling to when you're granted an audience with a being who some consider to be a living god.

Starting Location: Narsis

Special Setup Instructions:

Set the Excavation Track to - 1. Designate an area to place set-aside cards that will make up the Tribunal Blessings stack. Set aside quest units: **Shadowscale Akisha**, **Void Centurion Torso**, **Void Centurion Left Arm**, and **Void Centurion Right Arm**.

Quest Objective:

Travel to Mournhold and complete a town encounter (recommended by day 3). During the encounter, you must take a group town action to meet with Almalexia. If this encounter is unsuccessful, the quest is not failed. You may attempt this encounter again on a later day.

Ongoing Step Effects:

Whenever you are instructed to acquire a Tribunal Blessing, draw the top and place it facedown in your Tribunal Blessing stack. These items are only used for quest tracking purposes and cannot be used by adventurers.

During the Activate Province Effect step, instead increases the Dig Track by 1. Anytime the Excavation Track would increase to 6, discard 1 Tribunal Blessing instead, if possible.

Rewards: 1

When completed, go to entry: B24 *(pg. 28)*

Playing Both Sides

Eyes of the Queen

A28

Complexity: 2

Session Snapshot: *Engage in a variety of peaceful and clash choices before hunting an enemy in a delve. Excavations apply escalating ongoing effects in the delve.*

You're contacted by an emissary for the Eyes of the Queen, but this stocky High Elf strikes you as unusual for a spy. His beady eyes constantly dart around the room as he explains your mission. Razum-dar, the Eyes' section chief, has entrusted all of you with a top secret assignment: fabricating a violent plot at Davon's Watch, a valuable city in the Ebonheart Pact which is currently under siege from the Daggerfall Covenant.

"This form of espionage is a bit more direct than the kind Raz usually authorizes," says the elf, who identifies himself only as Kelkemmemon. "That is why mission secrecy is paramount. We must be secure. Success will damage the Pact and the Covenant and do much to further Her Majesty's interests in the province."

He lays out a map of the region. "You have operational discretion," he says. "First, you must make sure the backstory of this 'tragedy' is believable."

Starting Location: Vivec City

Special Setup Instructions:

Set aside quest unit: **Braig the Bloody**.

Quest Objective:

Travel to Kragenmoor or Sailenmora and initiate a town encounter (recommended by day 4).

At the end of the town encounter, you must resolve 1 of the following options:

Sow false intelligence: Make a social check (x 5). Adventurers may roll Shadow and Illusion skill dice as if they are Speech skill dice. Instead of using the printed results on these dice, results count as 1 toward the social check, and all other results are ignored. Adventurers do not gain the tenacity from these rolled results.

Plant false evidence: Successfully lockpick cards from the top of the Deck. Adventurers have 2 fewer attempts per check. Each check must be performed by a different adventurer. If an adventurer has 5 or more fatigue in their cooldown track after the check is complete, the check is unsuccessful.

If this encounter is successful, log it in your campaign journal. If this encounter is failed, the quest is not failed. Log which option you attempted in your campaign journal. You may initiate the town encounter again on a future day, but you must attempt the other option. If this encounter is failed a second time, the quest is failed.

Rewards: 1

When completed, go to entry: B29 *(pg. 28)*

A32 Deadly Detour

Complexity: 2

Circle of Champions

Session Snapshot: *Travel Morrowind with friendly rival companions who will turn against you when defeated. Then, fight a necromancer who will bring your rivals back from the grave. Excavations increase the health of the necromancer and his minions.*

As is the case in any armed conflict, soldier morale has fallen as the Three Banners War drags on. To help the troops find a day's diversion, you've been selected to join some of your fellow fighters in the Circle of Champions for a series of exhibition matches in locales around Morrowind. You're familiar with the other fighters, all good sports but formidable in combat. The Pact will be getting a good show.

Starting Location: Narsis

Special Setup Instructions:

Draw 5 random level 5 marauder enemies. Each adventurer must choose 1 marauder to be their rival and set it next to their adventurer mat. When rivals are in play, they always use their marauder side. Return the unselected enemies to the enemy bag.

Quest Objective:

Travel to Kragenmoor, Mournhold, or Ebonheart and initiate the following clash (recommended by day 4).

An adventurer and their rival must deploy to the same lettered hexes as each other. Each rival deploys with HP equal to the Health stat of their corresponding adventurer. Instead of calculating an EP, deploy ☊ random level 1 bandit enemies. If you are in Session 2, use level 5 marauder enemies instead. Rivals can only be targeted by their respective adventurer, unless that adventurer is defeated, in which case they may be targeted as a normal enemy. Rivals cannot be used for any side quest effects. When a rival leaves the battle map, it is placed next to its adventurer's mat.

If this encounter is failed, the quest is not failed. Proceed to Quest Step **B33** as normal, but do not gain the XP reward for this step.

Battle Map Setup:

Ongoing Step Effects:

The town effect of Davon's Watch is ignored.

Rewards: 2 ✶

When completed, go to entry: B33 *(pg. 29)*

The Crude Sprawl of Llodos B02

Mages Guild

Upon dispatching the auxiliants in Muth Gnaar, you are thanked by Dolril Relnaryn, a Dark Elf monk who has been leading the way when it comes to care for those afflicted by the plague.

"We've done a bit of analysis of the new strain," he explains. "It certainly seems to have been magically altered in some way. The people who have reached the fourth stage of the disease, when they turn into husks, appear less directionless than those suffering from the original version of Llodos. We suspect that if we were able to better study their movements and collect more samples, we could triangulate the source of the enchantment. I'm beginning to wonder if whoever's developing this strain is attempting to use it as a conduit to exert their influence on the carriers. Clearly we were onto something, as this recent attack shows. Can you continue our work while we care for the afflicted?"

Quest Objective:

Travel to Narsis and complete a town encounter (recommended by day 10). During the encounter, you must take a group town action to discard plague samples equal to ☊ x 4.

After this step is completed, any remaining samples can be distributed facedown among adventurers and treated as the following item:

Llodos Tincture: Discard this item and roll 1 D6. If the result is higher than the current value of the Excavation Track, remove a Bane status die and up to 3 light fatigue from your cooldown track. This item may be used even if it is in your pack. This item is discarded at the end of the current session.

Any samples not placed into an adventurer's inventory as this item are permanently discarded.

Ongoing Step Effects:

Whenever you are instructed to acquire a sample, draw the top ☗ card and place it facedown on your plague sample stack. These items are only used for quest tracking purposes and cannot be used by adventurers.

After each Adventurers Rest step, each adventurer may choose to search for more plague samples in 1 of the following 2 ways:

Exhume corpses: Roll 1 D6 and gain light fatigue equal to the value rolled. Then, gain a Bane status die and acquire a plague sample. If you are occupying a dig site, gain 1 fewer light fatigue.

Seek out the local infected: Gain light fatigue equal to the number of acquired plague samples. Then, gain a Bane status die and acquire a plague sample. If you are a Healer, gain 1 fewer light fatigue.

In addition to the above methods, the first time you end a day occupying Tormented Spire, Mournhold, or Kragenmoor, you may acquire 1 sample. Log these visits in your campaign journal.

Rewards: 1 ✵

When completed, go to entry: C03 *(pg. 30)*

The Houses' Hidden Hand B06

Thieves Guild

Your extensive underworld contacts are able to yield the location of several of the relics, but curiously, none of the artifacts have entered the black market. The thief, whoever it is, must be working for a third-party buyer. Fortunately, you've been able to learn where this master criminal is holed up, and after confirming that he's operating outside of guild parameters, you've received confidential authorization from the Tribunal to raid his base of operations.

Special Setup Instructions:

Set aside level 5: **Dark Elf Marauder**, level 10: **Dark Elf Sentry**, and level 20: **Dark Elf Pillager**.

Quest Objective:

Travel to Necrom, Narsis, or Gnisis and initiate the following clash, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

Deploy quest unit: **Zirik** to Hex A. Add level 1 enemies to the EP and deploy them last. After enemies have been deployed, apply each of the following effects up to the value of the Excavation Track:

1: All enemies gain enemy skill: **Steal**.

2: Replace 1 level 5 enemy with a level 10 enemy, adjusting its HP.

3: Replace of the lowest level enemies with the next level higher, adjusting their HP.

4+: Each adventurer is dealt 1 true damage. This effect triggers again for each remaining Excavation.

Then, you may spend any amount of relics to recruit Dark Elf agents, who become companions controlled by the party. You may discard 2 relics to recruit the Dark Elf Marauder, 3 relics to recruit the Dark Elf Sentry, and 4 relics to recruit the Dark Elf Pillager. For each relic not discarded to recruit agents, you may remove the enemy from the highest numbered occupied hex.

Battle Map Setup:

Battle Objective - Conquer

4 players: Advance the Round Counter by 1 during battle setup.

Rewards: 3

When completed, go to entry: E07 *(pg. 38)*

B09 Dark Portents

Fighters Guild

Interrogation of various Painted Eye members you've rounded up hasn't provided a lead on Himandoril's location, but eventually you learn that a small enclave of their militia is holed up on the outskirts of Sailenmora in the Telvanni Peninsula, near a Dwemer ruin where the Painted Eye recently concluded a failed campaign. You resolve to ask those gathered for information on your quarry, but those who take on the sigil of the Painted Eye are loyal, and they won't give up their comrade easily.

Quest Objective:

Travel to Sailenmora and initiate a town encounter (recommended by day 9).
At the end of the encounter, you must resolve 1 of the following options:

Bribe contacts: Discard equal to x 2, or succeed at a social check (x 3). If you fail this option, you must select the second option.

Confront Painted Eye remnant: Initiate the following clash. Add level 5 enemies to the EP and deploy them first. When deploying enemies, use as many enemies as possible.

Battle Map Setup:

Battle Objective - Conquer

Rewards: 2

When completed, go to entry: C10 *(pg. 30)*

Mephala's Protection B13

Dark Brotherhood

Your underworld contacts have garnered a few good leads, but you have learned nothing solid about Zirik's location. It seems the Morag Tong believe you're hot on his tail, however, as you've been catching glimpses of those you believe to be wetwebers of the Morrowind assassin syndicate – a shadow here, a whisper there. You believe they'll take their chances with you soon.

Fortunately, you should be able to turn this to your advantage. After all, who better to know where the Morag Tong are hiding Zirik than the Morag Tong themselves? You'll just need to resort to some forceful interrogation, or at the very least a thorough search of a few dispatched pursuers.

Quest Objective:

Loot the bodies of 🎧 Morag Tong assassins (recommended by day 9). Proceed to Quest Step **C14** at the end of the day in which you have looted the last required Morag Tong Assassin.

Ongoing Step Effects:

After deploying enemies to a clash or delve tile, if there is at least 1 card in the Morag Tong presence stack, deploy quest unit: **Morag Tong Assassin** to the furthest unoccupied hex from all adventurers (unless it is already in play), even if previously defeated. It deploys with additional HP equal to the number of cards in the Morag Tong presence stack. The Morag Tong Assassin does not need to be defeated for any Conquer objective.

When the Morag Tong Assassin is defeated, do not remove its chip from the mat. It no longer takes turns and cannot be targeted. An adventurer adjacent to the defeated Morag Tong Assassin may spend 1 tenacity to loot it. When an adventurer loots the Morag Tong Assassin, set aside its chip, gain the top item card from the Morag Tong presence stack, and log it in your campaign journal.

At the end of each town encounter, for each adventurer that took 2 or more town actions that encounter, add 1 🎒 to the Peaceful Overland Deck. Then, shuffle this deck. This effect is ignored in Necrom.

When an item is drawn from the Peaceful Overland Deck, either as a peaceful encounter or for the purpose of resolving an icon during the Activate Province Effect step, place it in the Morag Tong presence stack and draw a new card. These items are only used for quest tracking purposes and cannot be used by adventurers.

Rewards: 1 ✴

When completed, go to entry: C14 *(pg. 31)*

X Larks The Spot B17

Undaunted

Your spine tingles with the familiar thrill of the chase. Maybe the Lark really is onto something! You've observed several authentic-looking murals in the underground ruins you've visited, and they seem to refer to something called the Orbit of Helstrom. A treasure-hunter without a scholar's mind and a detective's eye is not likely to make it far, so you ponder the meaning of such a phrase as you roam the region. Each mural has pointed the way to another site, and you suspect that you may glean more clues as you continue your journey.

Quest Objective:

Gain 🎧 + 2 total skyshards by the end of day 8 (including skyshards gained in the previous step). If you are in Session 2, you must gain 🎧 + 3 skyshards instead. After a skyshard is gained, log it in your campaign journal. Proceed to Quest Step **C18** at the end of the day in which the final required skyshard is gained.

If you do not have the required amount of skyshards by the end of day 8, the quest is not failed. Instead, proceed to Quest Step **C18**, but do not gain the XP reward for this quest step.

Ongoing Step Effects:

When you draw a conflict encounter card, you may draw an additional card, choosing 1 to initiate and cycling the other to the bottom of its deck.

If you are playing on Apprentice difficulty, each adventurer may heal for 1 HP after each time a skyshard is gained.

Rewards: 1 ✶ **When completed, go to entry: C18** *(pg. 32)*

B24 Divine Appropriation

Psijic Order

Almalexia greets you calmly, gracefully – it's not quite enough to soothe your nerves, but her demeanor tells you she wishes for you to feel welcome. She quickly explains why the Order's involvement was requested.

"You may be aware that an unknown figure has been conducting a number of secretive digs around Morrowind," she explains. "The Tribunal has evidence that these digs are meant to find powerful magical artifacts, though to what end, we are unsure. Originally, I was to simply ask for your help in understanding the nature of these artifacts and what someone might do with them. However, thanks to the tireless investigations of the Ordinators stationed in Vivec City, I have been informed that a new wrinkle has developed in this story. My attendants will give you all the information we have about the thefts. After that, travel to Vivec City and speak to the Ordinators there. They can tell you more about this new interloper in our shared affair."

You turn to leave, but she stops you.

"Before you speak to my attendants, please accept my blessing," she says. "Perform your work well, but do so with a quality of mercy toward your fellow man, mer, and beast."

Quest Objective:

Travel to Vivec City and complete a town encounter (recommended by day 7). During the encounter, you must take a group town action to meet with Vivec.

Ongoing Step Effects:

Whenever you are instructed to acquire a Tribunal Blessing, draw the top ▭ and place it facedown in your Tribunal Blessing stack. These items are only used for quest tracking purposes and cannot be used by adventurers.

During the Activate Province Effect step, ◈ instead increases the Dig Track by 1. Anytime the Excavation Track would increase to 6, do not increase it and discard 1 Tribunal Blessing instead, if possible.

During this quest step, you may perform Almalexia's task:

After setting up a clash, place 1 ▼ token on the first enemy deployed to mark it as Almalexia's vessel. If this is the only enemy in play, deploy ☊ additional level 5 enemies. If the vessel is at full HP (or higher) when all other enemies are defeated, this task is successful, and you gain 1 Tribunal Blessing (the clash must otherwise be completed as normal for its encounter to be successful). You may attempt and complete this task multiple times.

Rewards: 1 ✶ **When completed, go to entry: C25** *(pg. 33)*

B29 Playing Both Sides

Eyes of the Queen

Your background work complete, you set off for Davon's Watch with the meat of your mission before you. The assignment is simple enough: Create a false flag operation that makes it seem like one side or the other used spies to sabotage their enemy's food supply. Success in this task will inflame the tensions between the Pact and the Covenant, giving the Eyes and the Aldmeri Dominion more room to gain influence. The operation will likely require some violence to gain access to the food source, but orders are orders, and Raz always has his reasons. It's up to you to decide who to strike.

Quest Objective:

Travel to Davon's Watch and initiate a town encounter (recommended by day 8).

At the start of the encounter, you must resolve 1 of the following options instead of resolving the town effect:

False flag operation against the Ebonheart Pact: Initiate the following clash. When deploying enemies, use as many 💀 enemies as possible. Each Argonian, Dark Elf, and Nord enemy deploys with additional HP equal to 🎧.

False flag operation against the Daggerfall Covenant: Initiate the following clash. When deploying enemies, use as many 💀 enemies as possible. After each Breton, Orc, or Redguard enemy is deployed, each adventurer gains 2 light fatigue.

Battle Map Setup:

BATTLE OBJECTIVE: CONQUER

Rewards: 2 ✴

When completed, go to entry: C30 *(pg. 33)*

DEADLY DETOUR B33

Circle of Champions

The first leg of your tour was a smashing success – so much so, in fact, that an excited orc with dyed hair and a styled doublet pulls you aside after the festivities. He identifies himself as Zulgrotb, a purveyor of fine household items out of Davon's Watch.

"That was a great fight!" he exclaims. "You've got to come to Davon's Watch next. I know Battlemaster Rivyn, and I think he could pull some strings to make your arena neutral territory there. Both the Ebonheart Pact and the Daggerfall Covenant have been fighting over the city, but they could put aside their differences for a day to see some sporting combat rather than the harsh injuries of war." He pauses. "And, you know, it would be great for business, too. I could sell souvenirs. Probably even loop the Circle in for a cut!"

You promise to bring his request to the Circle's event organizers.

Quest Objective:

Travel to Davon's Watch and initiate the following clash (recommended by day 8).

An adventurer and their rival must deploy to the same lettered hexes as each other. Each rival deploys with HP equal to the Health stat of their corresponding adventurer. Instead of calculating an EP, deploy 🎧 random level 1 bandit enemies. If you are in Session 2, use level 5 marauder enemies instead. All enemies, including rivals, deploy with 2 additional HP. Rivals may only be targeted by their respective adventurer, unless that adventurer is defeated, in which case they may be targeted as a normal enemy. Rivals cannot be used for any side quest effects. Rivals cannot be defeated or removed from battle. If they would be defeated, they remain at 1 HP.

At the end of a round in which all rivals are at 1 HP and all other enemies are defeated, proceed to Quest Step C34 without ending the current encounter.

Ongoing Step Effects:

The town effect of Davon's Watch is ignored.

Battle Map Setup:

BATTLE OBJECTIVE: SPECIAL

Rewards: 0 ✴

When completed, go to entry: C34 *(pg. 34)*

C03 The Crude Sprawl of Llodos

Mages Guild

Just as Dalril predicted, your sample collection and analysis has begun to paint a picture of where the enchanted strain is coming from. Shortly after reporting your findings to a local guild representative, you receive a missive from Caydeire.

"The guild has authorized you to track and eliminate the source of the plague's magical enhancement. Be quick about it. This being Morrowind, who knows how big those spores will get if you leave them alone too long."

Quest Objective:

Travel to any conflict landmark and choose to initiate the following clash, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

Place a stack of HP chips equal to + the value of the Excavation Track in each ★ hex. These are the plague vats. Plague vats may be targeted and damaged like enemies. When a party member destroys a plague vat, they gain light fatigue and then a Bane status die.

At the start of each round, enemies (not including vats) heal for HP equal to the number of undefeated vats.

Ongoing Step Effects:

Facedown remaining in adventurer inventories are treated as the following item:

Llodos Tincture: Discard this item and roll 1 D6. If the result is higher than the current value of the Excavation Track, remove a Bane status die and up to 3 light fatigue from your cooldown track. This item may be used even if it is in your pack. This item is discarded at the end of the current session.

Battle Map Setup:

Battle Objective – Eliminate Vats

3+ players: Conquer (including vats)

Rewards: 2

When completed, go to entry: E04 *(pg. 38)*

C10 Dark Portents

Fighters Guild

A heavy price was paid, but you have procured Himandoril's location: a Dwemer ruin on the island of Vvardenfell. Some of the Painted Eye had been suspicious of his liberation effort from the beginning, as the amount of resources the group was able to put into his rescue suggested funding from an outside source.

Not long after the prison break, Himandoril was spirited away unexpectedly. It seems the Painted Eye's patron was not as interested in autonomous self-governance as group members were led to believe, instead wanting Himandoril for his preternatural abilities with fire.

"We aren't sure if he went of his own accord or if he was kidnapped," one Painted Eye member tells you sullenly. "Our recent setbacks have left us in no state to mount a rescue attempt, but this so-called champion of free people who has him is a traitor to common Tamrielans everywhere. You'd be doing the Painted Eye a service if you foil this person's plans — so much so that in return, we'd even consider altering our work in the region to lessen the effect on House Hlaalu."

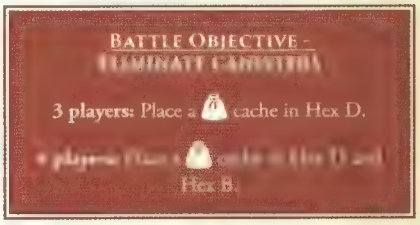
Quest Objective:

Travel to Nchuleftingth and initiate the Nchuleftingth dungeon, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

Deploy quest unit: **Enraged Deslandra** to Hex A. Add HP under each cache chip. Set the Round Counter equal to the value of the Excavation Track (to a minimum of 1).

All caches are the canisters. Canisters are considered to be quest enemies with no max Health, a range stat of 4, no Combat stat, and no defense stat. They have targeting and have quest unit skill: **Burn**. When a canister triggers Burn, it triggers times against the same target.

If the number of undefeated adventurers is greater than the number of canisters, the canisters only move if they can target an opposing unit after moving.



Rewards: 3

When completed, go to entry: E11 *(pg. 39)*

Mephala's Protection C14

Dark Brotherhood

Now that a few dead Morag Tong are behind you, you've learned that the guild has partnered with the Camonna Tong, the notorious Dark Elf crime organization. You inform Hides-The-Ashes at your latest meeting, and the Argonian puts her head in her hands.

"These common thugs are even more detestable than the Morag Tong," she seethes. "Dunmer supremacists, justifying their every action with the aim of Dark Elf glory. Interesting that they would deign to collaborate with the Morag, though. The assassins have legal backing here in Morrowind, while the Camonna's presence is generally not tolerated by the authorities – except, perhaps, those who share their goals."

The Argonian looks you hard in the eye.

"I know a Camonna Tong hideout, and based on what you've told me, it's likely Zirik is there. Are you prepared to unleash the wrath of Sithis?"

Quest Objective:

Travel to Cammonaruhn and initiate the following delve (recommended by day 12, initiates the end of the quest).

During this delve, ignore the Ongoing Step Effects and instead use the following effects:

Each time a new delve tile is revealed, deploy quest unit: **Morag Tong Assassin** to an unoccupied hex on the entrance tile (unless it is already in play), even if previously defeated. If there are no unoccupied hexes, it defeats the weakest unit occupying the entrance tile and deploys there. The Morag Tong Assassin deploys with additional HP equal to the number of cards in the Morag Tong presence stack. When the Morag Tong Assassin is defeated, set it aside and discard the top card from the Morag Tong presence stack.

After the third skyshard is gained, deploy quest unit: **Zirik** to the closest hex to the adventurer who gained the skyshard. If a unit occupies this hex, Zirik defeats that unit, gaining its HP (in addition to Zirik's base HP). Once Zirik has been deployed, no additional delve tiles may be explored.

After Zirik is deployed, immediately end the current turn and skip to the Enemy Turns step. Then, resolve the following effect that matches the value of the Excavation Track:

1: Each adventurer loses all tenacity.

2: Each adventurer must exhaust all available skill dice from 1 skill line (there must be at least 1 available skill die for the line to be selected).

3: Each adventurer must discard all items in their ready slots.

4+: In all remaining rounds after the current round, enemies take their turns before adventurers.

Ongoing Step Effects:

After deploying enemies to a clash or delve tile, if there is at least 1 card in the Morag Tong presence stack, deploy the Morag Tong Assassin to the furthest unoccupied hex from all adventurers (unless it is already in play), even if previously defeated. It deploys with additional HP equal to the number of cards in the Morag Tong presence stack. The Morag Tong Assassin does not need to be defeated for any Conquer objective.

When the Morag Tong Assassin is defeated, do not remove its chip from the mat. It no longer takes turns and cannot be targeted. An adventurer adjacent to the defeated Morag Tong Assassin may spend 1 tenacity to loot it. When an adventurer loots the Morag Tong Assassin, set aside its chip and gain the top item card from the Morag Tong presence stack.

At the end of each town encounter, for each adventurer that took 2 or more town actions that encounter, add 1 to the Peaceful Overland Deck. Then, shuffle this deck. This effect is ignored in Necrom.

When an item is drawn from the Peaceful Overland Deck, either as a peaceful encounter or for the purpose of resolving an icon during the Activate Province Effect step, place it in the Morag Tong presence stack and draw a new card. These items are only used for quest tracking purposes and cannot be used by adventurers.

Rewards: 2 **When completed, go to entry: E15** *(pg. 39)*

C18 X Larks The Spot

Undaunted

As you've unearthed more rewards, you've learned more about the Eye's potential location. At first, given the reference to the proximity of the high-inaccessible Helstrom, you thought you might need to redirect your search from Morrowind toward the inhospitable jungles of central Black Marsh. Considering the number of murals in Morrowind, however, you decide it's much more likely that the Eye is somewhere in this province, given the Dark Elf houses' historical penchant for raiding and plundering their southern neighbors.

One late night, while poring over your findings, you realize just how close you are. The "Orbit" of Helstrom refers not to the rotation around the city nor to its relative position in the cosmos. "Orbit," instead, is a healer's parlance for what the layman might call an eye socket. This orbit must refer to a pedestal on which the Eye, stolen from the land of Helstrom, is now displayed. As you review your notes, you think the clues in the murals are leading you closer to a final destination. You sense the answer is within your grasp.

Quest Objective:

Gain + 4 total skyshards by the end of day 11 (including skyshards gained in previous steps). If you are in Session 2, you must gain + 5 skyshards instead. After a skyshard is gained, log it in your campaign journal. Proceed to Quest Step **D19** at the end of the day in which the final required skyshard is gained.

If you do not have the required amount of skyshards by the end of day 11, the quest is not failed. Instead, proceed to Quest Step **D19**, but do not gain the XP reward for this quest step.

Ongoing Step Effects:

When you draw a conflict encounter card, you may draw an additional card, choosing 1 to initiate and cycling the other to the bottom of its deck.

If you are playing on Apprentice difficulty, each adventurer may heal for 1 HP after each time a skyshard is gained.

Rewards: 2 **When completed, go to entry: D19** *(pg. 35)*

Divine Appropriation C25

Psijic Order

Vivec is not unkind, but he is terse, and his attendants match his severity. As you arrive at the Warrior Poet's temple, you are met by a high-ranking Ordinator named Azaren. His directions to you are clear and succinct.

"A third party, an Argonian, is now assisting in the excavation of these artifacts," he says. "It is possible she is as in the dark about the nature of her employer as we are. It appears she has a long-standing grudge against the people of Morrowind for their enslavement of the people of Black Marsh."

You nod, thinking to yourself that one could hardly blame her.

"Your face does not keep your feelings as private as you believe," Azaren says. "Regardless of the previous actions of the Dark Elves, the Tribunal would prefer that past violence not be met with future suffering. This Argonian is hiding in an old Dwemer citadel called Nchuleftingth. Seek her out, stop her, and find out what these artifacts are intended for."

You turn to go, but he raises his hand.

"This work is important, but not yet great," he says. "Vivec's blessing to you is this: that you make choices in this life that are worthy of the telling, whether or not others know your deeds."

Quest Objective:

Travel to Nchuleftingth and proceed to Quest Step **D26** for the day's encounter (recommended by day 12, initiates the Nchuleftingth dungeon and the end of the quest).

Ongoing Step Effects:

Whenever you are instructed to acquire a Tribunal Blessing, draw the top and place it facedown in your Tribunal Blessing stack. These items are only used for quest tracking purposes and cannot be used by adventurers.

During the Activate Province Effect step, instead increases the Dig Track by 1. Anytime the Excavation Track would increase to 6, discard 1 Tribunal Blessing instead, if possible.

During this quest step, you may perform Vivec's task:

When a side quest is completed, you may choose to ignore any rewards it would grant you. If you do, gain 1 Tribunal Blessing and immediately discard the side quest. It cannot be used for any additional effects. You may complete this task multiple times.

Rewards: 0

When completed, go to entry: D26 *(pg. 36)*

Playing Both Sides C30

Eyes of the Queen

You've done your grim work well, but the next day, as you're cooling your heels in a nearby safehouse, Razuuw-dar bursts in. You stumble to your feet.

"Razuuw-dar is impressed with your handiwork," he says, nostrils flaring. "A little too impressed. Your elf friend – Kelke... Kelbemmemnon, was it? Blasted hard to say. Raz supposes he gave you all the proper authorizations and endeavors and things. Only problem is, he is a fake. A false Eye, and you've been just about as blind as one."

At first, Raz seems a bit cold to you, and you wonder if he's upset you didn't balk at an operation beyond the scope of the Eyes' usual work. Then, however, he softens.

"Razuuw-dar realizes that this Kelke whoever was pretty convincing, and your loyalty is not in doubt," he says. "You can make it up to Raz right away. We have learned this elf's employer only engaged in this mission to destabilize the Pact on behalf of some sort of operation over in Skyrim – something to do with all those attacks that have been going on in the province. Wheels within wheels, this one. Raz has got a lead on the location of these troublemakers, and if we inform on them to one of the other alliances – without telling them about our involvement, of course – perhaps we could team up to bring this false Eye into the light."

Quest Objective:

Travel to a dig site and initiate the following delve, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

If you succeeded in your first attempt during Quest Step **A28**, resolve 1 of the following options:

Inform the Daggerfall Covenant: Each adventurer draws 1 and gains 2 bonus HP.

Inform the Ebonheart Pact: Each adventurer draws 1 .

During the delve, resolve 1 of the following modifications based on the value of the Excavation Track. If you are in Session 2, resolve each of the following modifications in order up to the value of the Excavation Track:

1: Enemies can move 1 additional hex during their move steps.

2: All level 1 enemies deployed are flipped to their level 5 side, adjusting their HP.

3: After an adventurer reveals a new delve tile, their turn immediately ends.

4+: After an adventurer reveals a new delve tile, their turn immediately ends and they are dealt 1 true damage.

If you are playing on Apprentice difficulty, each adventurer may heal for 1 HP after each time time a skyshard is gained.

After you gain + 1 skyshards, deploy quest unit: **Braig the Bloody** to the closest unoccupied hex to the adventurer that gained the last skyshard. If there are no unoccupied hexes, the unit on the closest hex to the adventurer who gained the last skyshard is defeated, and Braig the Bloody deploys there. After Braig the Bloody has been deployed, no additional delve tiles can be revealed.

BATTLE OBJECTIVE - ELIMINATE BRAIG THE BLOODY

Rewards: 4

When completed, go to entry: E31 *(pg. 41)*

C34 DEADLY DETOUR

Circle of Champions

The crowd in Davon's Watch has loved the battle so far. Suddenly, however, cheers turn to shouts of fright. You permit yourself a moment of distraction to peer around, hoping to glimpse the source of disruption. You are startled to see the approach of several phantasmal beings, which have ringed the battlefield and are now converging on your once-friendly combat. You glance at your sparring partners and assume a defensive position, hoping to beat back these creatures now threatening to ruin a day of revelry.

Quest Objective:

Calculate an EP and deploy enemies to any unoccupied hexes along the perimeter of the clash mat. Set the Round Counter to 1.

For the rest of the session, all rivals are companions controlled by their respective adventurers. Party members may heal for a collective total of 8 HP. This healing may exceed a unit's Health stat, and defeated party members may be healed and revived, deploying to any unoccupied hex.

All enemies gain enemy skills: **Ethereal** and **Decay**.

After a rival is defeated, it heals up to its Health stat and gains additional HP equal to the value of the Excavation Track. It then becomes an enemy, gaining enemy skills: **Ethereal** and **Decay**. It does not take a turn in the round in which it became an enemy. When this rival is defeated or removed from the battle map, it is immediately placed facedown next to the mat of its respective adventurer and is no longer a companion for the rest of the session.

BATTLE OBJECTIVE - CONQUER

Rewards: 2

When completed, go to entry: D35 *(pg. 37)*

X Larks The Spot
Undaunted

D19

This can't be real. The hidden cave before you, you believe, is the site of the Orbit of Helstrom, and along with it, the Eye of Argonia's fabled resting place. Before you can enter, however, you are stopped by a friendly, swashbuckling man wearing a golden bird mask. By his attire and mannerisms, you quickly ascertain that he must be the Lark of Rosgard, and he confirms as much! His news, however, is an unpleasant shock.

"Congratulations on making it this far," he says. "Allow me to speak plainly. As a jape befitting my name, I have not been on the hunt for the Eye of Argonia, and neither have you. The murals you have sought are clever forgeries created by yours truly. The idle rich of Morrowind are so invested in their hobbies of fortune that I thought this ruse could divert them for quite some time while I lifted their less cared-for valuables and transferred them to more grateful homes. I did not expect any adventurer of your caliber and acuity to pick up the trail so quickly."

You're so disappointed to have engaged in a wild scrib chase that his compliment barely registers.

"My reason for revealing myself is not for mere apology," the Lark adds. "You are not alone in your speedy quest for the Eye. There is another, a scandalous Wood Elf, who has sent her minions to the four corners of Morrowind in search of my so-called Orbit of Helstrom. Given her methodologies, I've no doubt she believes the Eye to possess some sort of power she could use to dark purposes. I respect what you've been able to accomplish, so now I ask for your aid: a false Eye lies within this cave, crafted by an old friend named Rilasi. Rather than let this mysterious Wood Elf obtain the artifact and find that her plans must be modified, I propose we remove it and let her think that the Eye still exists somewhere in reach, stalling her plot until she can find its true location. Are you in? We must hurry, as I have it on good authority that her associates are making their way here as we speak."

Quest Objective:

Travel to an unstable landmark and choose to initiate the following delve, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest). If it is day 12 when you initiate this delve, each adventurer may heal to full HP before starting the delve. If it is earlier than day 12, each adventurer may instead gain 3 tenacity.

Set aside a cache with HP. This is the Glass Eye. This cache is no longer in the supply and cannot be placed until instructed.

Gain skyshards equal to + the value of the Excavation Track. After the final skyshard has been gained, place the Glass Eye in the closest unoccupied cache hex to the adventurer who gained the final skyshard. If there are no unoccupied cache hexes in the delve, the unit in the closest cache hex not occupied by an adventurer is defeated and the Glass Eye is placed there.

The Glass Eye may be targeted and damaged like an enemy, but only by adventurers adjacent to it. The Glass Eye cannot be targeted or lose HP through any other means, nor can it be lockpicked. If you are in Session 2, the Glass Eye gains enemy skill: **Stalwart**.

After the Glass Eye is defeated, place its cache chip underneath the adventurer who defeated it (above their HP). If the adventurer holding the Glass Eye is defeated, the Glass Eye is placed in the hex they were occupying. Another adventurer can pick it up by moving into its hex (no lockpick check is required).

On an enemy's turn, its destination hex is a hex that allows it target the adventurer with the Glass Eye, but only if it would be able to move into its destination hex this turn. Otherwise, it will resolve its movement as normal.

This encounter is successful at the end of a round in which the adventurer holding the Glass Eye is occupying the entrance tile.

Ongoing Step Effects:

If you are playing on Apprentice difficulty, each adventurer may heal for 1 HP after each time a skyshard is gained.

BATTLE OBJECTIVE - SPECIAL

Rewards: 4

When completed, go to entry: E20 *(pg. 40)*

D26 Divine Appropriation

Psijic Order

As you prepare to enter the secluded caverns of Nchuleftingth, you are stopped by a hooded figure who claims to be an emissary of Sotha Sil, the Clockwork God and the third member of the Tribunal.

"You have done well," the anonymous woman intones. "Defeat these disruptors, and surely their plot will fall with them. Long ago, the Clockwork God seeded this place with constructs of his own design. Should you access them, they can provide you with the strength of Sotha Sil."

You nod and head inside, but before you can look for the devices in question, a flurry of armed warriors emerges from a large pile of rubble. At the forefront stands an Argonian, clad in the characteristic garb of the Shadowscale assassins. You can see fresh wounds on her arms, the elegant curved metal jutting out of them suggesting some sort of augmentation, possibly Dwemeric. "This will be the end of the Tribunal, and the Dark Elves' power!" she cries. "Morrowind will pay for its crimes against my people."

Quest Objective:

Initiate the Nchuleftingth dungeon, using the end of session difficulty EP. Flip all caches to their side, and place a fourth cache in Hex D. For each card in the Tribunal Blessings stack, you may choose 1: reduce the Excavation Track by 1, add an unused delve tile to the dungeon in a location of your choice, or gain 1 item from the Tribunal Blessings stack.

Deploy quest unit: **Shadowscale Akisha** to Hex A. Then, deploy quest unit: **Void Centurion Torso** to Hex A, placing it on top of Shadowscale Akisha. After enemies have been deployed, apply each of the following effects in order, up to the value of the Excavation Track:

1. Add HP under the Void Centurion Torso (above Shadowscale Akisha).
2. Deploy quest unit: **Void Centurion Left Arm** to Hex A, placing it on top of the Void Centurion Torso.
3. Add HP under the Void Centurion Left Arm (above the Void Centurion Torso).
4. Deploy quest unit: **Void Centurion Right Arm** to Hex A, placing it on top of the Void Centurion Left Arm.
5. Add HP under the Void Centurion Right Arm (above the Void Centurion Left Arm).

Shadowscale Akisha's skills and Health stat are as normal. However, her range, Combat, and defense stats match those of the top Void Centurion chip, if one is in play. She also gains all skills on the top Void Centurion chip. Whenever Shadowscale Akisha would take damage, including true damage, the top Void Centurion chip takes the damage instead. A Void Centurion chip is only defeated if it takes damage while it has 0 HP. When a Void Centurion chip is removed for any reason, it also removes all status dice applied to Shadowscale Akisha. Void Centurion chips do not function as enemies in their own right and only provide modifications and protection to Shadowscale Akisha.

Caches are Sotha Sil's contraptions and can still be interacted with like normal caches. However, when a contraption is successfully unlocked, the drawn item is discarded. If the lockpick check is unsuccessful, the contraption is not removed. After a contraption is removed, roll a status die and apply it to any non-quest unit. If is 2 or lower, these status dice may be applied to Shadowscale Akisha.

After the last contraption is removed, adventurers may gain a collective total of 6 bonus HP. Then, you may remove the top Void Centurion chip from Shadowscale Akisha, along with any HP it still has. If there are no Void Centurion chips in play, instead apply a status die of your choice to Shadowscale Akisha.

Rewards: 3

When completed, go to entry: E27 *(pg. 41)*

Unfortunately, the rest of the Circle of Champions Morrowind Morale Tour has been indefinitely postponed. Though you managed to make it out of your scrap with those ethereal beings intact, not all of your compatriots (nor all of the spectators) were so lucky. As local healers tend to the wounded, Battlemaster Rivyn himself calls you into his tent.

"Several of the dead, I'm sure you could guess, are Dark Elves," he says. "Officially, I would like you to escort these fallen elves to Necrom, where they will be reunited with their ancestors as is their tradition."

He leans toward you.

"Unofficially, we've received a tip from a well-connected Redguard that Necrom is the source of these awful creatures. Our source says that these phantasms are the experiments of a mysterious Wood Elf who has been snatching up powerful magical artifacts in the region. This person has been working with a local necromancer long known to the seedier elements of Necrom as a tomb raider. The Circle would like to see justice for the lives taken today, and the more law-abiding people of Necrom would no doubt be grateful to see the end of a magician who scavenges their relatives for spare parts."

Quest Objective:

Travel to Necrom and initiate the following clash, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest). The Ongoing Step Effects are ignored during this clash.

Add level 10: **High Elf Necromancer** to the EP and deploy it first. It deploys with additional HP equal to the value of the Excavation Track.

After each turn in which the High Elf Necromancer takes damage, all defeated rivals are resurrected as enemies, deploying to unoccupied hexes furthest from the High Elf Necromancer. They deploy with additional HP equal to the value of the Excavation Track and take a turn this round as normal. They gain enemy skills: **Ethereal** and **Decay**. If a defeated rival is already in play when it would be resurrected, it instead gains HP equal to the value of the Excavation Track (may exceed Health stat). Then, after all of these effects have been resolved, each companion rival is dealt damage equal to the value of the Excavation Track.

Ongoing Step Effects:

After a companion rival is defeated, it heals up to its Health stat and gains additional HP equal to the value of the Excavation Track. It then becomes an enemy, gaining enemy skills: **Ethereal** and **Decay**. It does not take a turn in the round in which it becomes an enemy. When this rival is defeated or removed from the battle map, it is immediately placed facedown next to the mat of its respective adventurer and is no longer a companion for the rest of the session.

Enemy rivals must be defeated for all Conquer objectives and cannot be used for any side quest effects.

Battle Map Setup:

BATTLE OBJECTIVE:
ELIMINATE HIGH ELF NECROMANCER AND ALL ENEMY RIVALS

3+ players: Flip the Necromancer to level 20: Lich

Rewards: 2

When completed, go to entry: E36 *(pg. 42)*

E04 The Crude Sprawl of Llodos

Mages Guild

After clearing the laboratory of plague samples and checking yourself for long-term exposure, you return your findings to the Mages Guild. Caydeire scowls as she looks over your report.

"It seems Dolril was right," she remarks. "The movements of the hosts affected by the new strain suggest some sort of pattern, and their activities – scouring caves, attempting to steal crates – seem to indicate some sort of coordinated project. We'll have to chase this one down wherever it leads."

Suddenly, her face brightens. "Maybe it will even lead me out of Morrowind!"

In Session 1, choose 1 of the following options:

- If your magical aid to Morrowind earns you the appreciation of a trio of important individuals, select the Morrowind Psijic Order Quest for Session 2.
- If a powerful mage takes notice of your exploits, select the Cyrodiil Mages Guild Quest for Session 2.
- If you find this work rewarding enough to continue helping others, select the Hammerfell Outer Watch Quest for Session 2 (requires Hammerfell expansion).

In Session 2, you continue to investigate the operation and those behind it. Much to Caydeire's chagrin, it does not lead anyone out of Morrowind, but rather deeper into the province's ancient secrets. After you interrogate some Maulborn cultists, you learn that a Wood Elf known as Deslandra was attempting to steal samples of the Llodos Plague early on in the cult's operation. The sophistication of the new Llodos variant speaks to a far more sinister plot, and Caydeire asks you to put an end to it, once and for all. Proceed to the Morrowind endgame quest for Session 3.

Gain Keyword: Recover Reagent

E07 The Houses' Hidden Hand

Thieves Guild

Quickly assessing that he was no match for your prowess in combat, the master criminal – who you gather is named "Zirik" – escaped the premises during the battle. Thankfully, however, you found the Tribunal's cache of pilfered goods still intact.

You were told not to pry into what was stolen, but you just can't help yourself, and you're surprised to see several enchanted armaments among the recovered items. Could this mysterious buyer have been preparing for a magically-augmented insurrection?

In Session 1, choose 1 of the following options:

- If your greed encourages you to seek an even bigger score, select the Morrowind Undaunted Quest for Session 2.
- If your work for the guild leads you back to its unofficial headquarters, select the Hammerfell Thieves Guild Quest for Session 2 (requires Hammerfell expansion).
- If thieving for a good cause makes you want to do more good deeds, select the Skyrim Outer Watch Quest for Session 2.

In Session 2, you take it upon yourself to search the base more thoroughly. Upon finding a cache of Zirik's personal effects, you discover that the Dark Elf was a member of the Thieves Guild himself. After confronting Fevyn with this information, he confirms it and speaks of Zirik's suspected connections to an upstart cult called the Soldiers of the Void. Though you're a little miffed that the guild didn't share this information with you before now, you ask for any information Fevyn can provide about this group and what it might have planned for Morrowind. Proceed to the Morrowind endgame quest for Session 3.

Gain Keyword: Block Operative

Dark Portents
Fighters Guild

E11

Himandoril couldn't be found among the wrecked canisters and lifeless bodies, so you can't be sure if he's still on the loose or was discarded by Deslandra, the Wood Elf who was running the operation you interrupted (and who managed to slip from your grasp when the fighting was fiercest). However, you soon receive an unsigned letter from the Painted Eye thanking you for your efforts and promising to leave House Hlaalu alone – for the time being, anyway.

As for what exactly this operation was, it's hard to say just yet. Himandoril's work with flammable materials was being applied to autonomous cannons capable of firing large masses of flaming material over great distances, but to what end remains unclear. It's possible the secret could even be found in Nchuleftingth itself. Its bowels are extensive and circuitous, and it's possible Deslandra simply disappeared deeper inside.

In Session 1, choose 1 of the following options:

- If this job has boosted your profile in Morrowind, select the Morrowind Mages Guild Quest for Session 2.
- If you'd prefer to seek new horizons with the guild, select the Elsweyr Fighters Guild Quest for Session 2 (requires Elsweyr expansion).
- If you want your fighting to be competitive rather than punitive, select the High Rock Circle of Champions Quest for Session 2.

In Session 2, you return to the guild and share your concerns regarding Nchuleftingth. While you were successful in your quest, you worry that Deslandra's plans for the ruin are not finished. As far as the guild is concerned, Himandoril is no longer a concern and the matter has been concluded. You decide to return to Nchuleftingth and finish the fight, with or without the guild's assistance. Proceed to the Morrowind endgame quest for Session 3.

Gain Keyword: Destroy Equipment

Mephala's Protection
Dark Brotherhood

E15

Your work accomplished, you clean the blood off of your weapons and armor before reporting back to Hides-The-Ashes. She congratulates you on a job well done, but cocks an eye when you mention that the hideout was also home to a stockpile of Dwemer artifacts.

"Most unusual," she says. "The Brotherhood has received reports of several other similar cases in Morrowind in recent weeks. Perhaps this mystery would benefit from further study."

In Session 1, choose 1 of the following options:

- If your experience with Morrowind's whisper networks leads you to a new job opportunity, select the Morrowind Eyes of the Queen Quest for Session 2.
- If the Brotherhood assigns you a multi-target contract, select the Cyrodiil Dark Brotherhood Quest for Session 2.
- If you decide to lay low for a while down south, select the Black Marsh Circle of Champions Quest for Session 2.

In Session 2, your bloodlust grows as you are intrigued by the larger conspiracy behind Zirik and his goals here in Morrowind. After convening with other members of the Brotherhood, you are able to tie Zirik to the Wood Elf Deslandra, who is ultimately responsible for acquiring these Dwemer artifacts. You are eager for this Deslandra to share in the Dark Elf's fate. Proceed to the Morrowind endgame quest for Session 3.

Gain Keyword: Eliminate Agent

E20 X Larks The Spot
Undaunted

The "Eye" secured and your escape made, you look to the Lark expectantly. He graces you with a deep and showy bow.

"I thank you for your aid," he says. "Do with that Eye whatever you will; I suggest you destroy it and hide all evidence of your involvement. Oftentimes, the greatest achievements are the ones we keep to ourselves. The world need not know of your deeds for them to be great."

And, just like that, he is gone. You're still pretty grumpy at him.

In Session 1, choose 1 of the following options:

- If your experience chasing a fake artifact has given you a better eye for the real thing, select the Morrowind Outer Watch Quest for Session 2.
- If you'd like to actually find a real treasure this time, select the Summerset Undaunted Quest for Session 2 (requires Summerset expansion).
- If you get over your grumpiness and decide that there's value in keeping evil from prospering, select the Black Marsh Fighters Guild Quest for Session 2.

In Session 2, you channel your frustration with the Lark into investigating this scandalous Wood Elf further. Fortunately, this elf, who goes by Deslandra, isn't as adept at covering her own tracks as the Lark, and a skilled treasure hunter like you is quickly able to connect her to unsanctioned excavations occurring across the province. After you analyze her patterns, all signs point to the Dwemer ruin of Nchuleftingth as her base of operations – and potentially as her hoard of treasures, ripe for the plundering. Proceed to the Morrowind endgame quest for Session 3.

Gain Keyword: Ruin Experiment

E22 Site Unseen
Outer Watch

Your mission accomplished, you return to the Necrom docks. Urandile listens intently as you describe how Deslandra's laborers at the site had been crafting what looked like metal harnesses and holsters. You believe them to be working on devices that could hold and wield the artifacts, perhaps allowing them to be attached to part of a greater structure – at least, that is, before you destroyed all of the devices.

Urandile strokes her chin and frowns. "Good work," she says. "I'll report to Bodean. You may await further instructions – or, if you like, feel free to continue investigating on your own. The Watch always encourages local autonomy."

In Session 1, choose 1 of the following options:

- If your investigations put you on the trail of an escaped convict, select the Morrowind Fighters Guild Quest for Session 2.
- If the Watch calls you to more explicitly charitable deeds, select the Valenwood Outer Watch Quest for Session 2 (requires Valenwood expansion).
- If you find you have an aptitude for doing a guild's dirty work, select the Cyrodiil Circle of Champions Quest for Session 2.

In Session 2, you decide to take Urandile up on her suggestion to carry out your own investigation. Your disruptions have likely left Deslandra off-balance, opening up the perfect window to strike. Keeping your ear to the ground, you hear whispers of powerful artifacts being shipped to the ancient Dwemer ruin of Nchuleftingth. You make preparations to depart for the site, eager to defeat Deslandra again. Proceed to the Morrowind endgame quest for Session 3.

Gain Keyword: Disrupt Operation

DIVINE APPROPRIATION
Psijic Order

E27

This was a grim end, and much more violent than the Order would prefer in its dealings. Though you wouldn't condone this Akisha person's apparent plan – to fuse her body and soul with an automaton created from the artifacts being scavenged around Morrowind – you can't really condemn her logic. The Dark Elves have taken much from the Argonians over the centuries. As you look down at her mangled figure, which is occasionally wracked by a lingering, belabored breath, you can't help but think that you've unwittingly become one more link in that chain of violence.

Still, you have a job to complete. You report to the Tribunal that the artifacts being collected were all related to magically augmenting the user's armor. You also turn over some diagrams you found at the site that suggest an attempt to focus the relics' power toward protecting a structure of far greater size than an individual. The Tribunal grants you access to some of the relics so the Order can study how they have been altered.

In Session 1, choose 1 of the following options:

- If the Tribunal has another job for you, select the Morrowind Thieves Guild Quest for Session 2.
- If the Psijic Order sends you south to investigate a natural anomaly, select the Black Marsh Psijic Order Quest for Session 2.
- If the violence of your mission earns the notice of violent minds, select the Summerset Dark Brotherhood Quest for Session 2 (requires Summerset expansion).

In Session 2, your study of the relics yields promising results. The pieces of centurion armor that were fused to Akisha are based on Dwemer designs, but are not Dwemer themselves. If this is merely an experimental prototype, then you can assume more trouble may be brewing deeper inside Nchuleftingth. You seek the counsel of the Tribunal once again, and the body informs you of a Wood Elf named Deslandra who has been seen investigating the old Dwemer ruin. Perhaps Akisha was manipulated by this Wood Elf as a test subject for a more finished version of this centurion. Proceed to the Morrowind endgame quest for Session 3.

Gain Keyword: Obtain Artifact

PLAYING BOTH SIDES
Eyes of the Queen

E31

You made a mess for the Eyes, but you've cleaned it up well. Raz listens intently as you tell him how you chased down the Reachman who seemed to be one of the lead instigators of the false flag plot. While doing so, you also discovered a large cache of magical weapons, ready to be shipped to an unknown location. Raz sighs when you say that despite suffering grievous injuries at your hand, the Reachman managed to escape.

"No matter how wide we open, there is still much the Eyes do not see," he muses. "There are many places in which to peer after these occurrences. The Reachman, the destination of these goods –" he laughs "– or maybe just a change of scenery. Next time, this one will make sure you are dealing with a bona fide agent – perhaps even Raz himself!"

In Session 1, choose 1 of the following options:

- If your remorse at sowing discord among the armies inspires you to raise local morale, select the Morrowind Circle of Champions Quest for Session 2.
- If you decide to hunt down more information on this Reachman, select the Elsweyr Eyes of the Queen Quest for Session 2 (requires Elsweyr expansion).
- If you need that change of scenery Raz mentioned, select the Skyrim Psijic Order Quest for Session 2.

In Session 2, you decide to set formalities aside and simply ask Raz if he would like to help track down the destination of these goods. Impressed by your ambition to fix the situation and eager to get his hands dirty, Raz accepts and whips out a map of Morrowind already dotted with points of interest and connecting threads. As you investigate, you learn that Braig is an agent of the Soldiers of the Void, a group that has been digging up all kinds of artifacts in Morrowind. Raz pegs the Dwemer ruin of Nchuleftingth as the group's most likely headquarters in the province. Proceed to the Morrowind endgame quest for Session 3.

Gain Keyword: Gain Ally: **Razum-dar**

E36 Deadly Detour

Circle of Champions

You successfully delivered the bodies and dispatched the local necromancer, but you were frustrated in your efforts to secure the lord of the dead's silent partner. Rivyn thanks you for your hard work and leaves further investigation of these strange events up to your discretion.

"This whole business turned something intended to raise morale into the exact opposite," he says, shaking his head. "I'd understand if you wanted to want to leave it behind you."

In Session 1, choose 1 of the following options:

- If all of this death has left you fixated on the subject, select the Morrowind Dark Brotherhood Quest for Session 2.
- If you want to take part in a more traditional Circle event, select the High Rock Circle of Champions Quest for Session 2.
- If you'd like your next escort assignment to involve a living being, select the Valenwood Fighters Guild Quest for Session 2 (requires Valenwood expansion).

In Session 2, you take a moment to grieve for the lost souls before considering vengeance. This necromancer didn't just terrorize the people of Morrowind; she violated the souls of your fellow champions. You ask Rivyn if he has any leads on the Wood Elf who was working with the necromancer. He can only repeat rumors, but the Dwemer ruin of Nchuleftingth crosses his lips. That's all you need to hear, and you set off to the island of Vvardenfell to bring this Wood Elf to justice. Proceed to the Morrowind endgame quest for Session 3.

Gain Keyword: Gain Notoriety

NCHULEFTINGTH

DUNGEON

Tiles Needed:

Entrance Tile
3-hex tiles x2
6-hex tiles x3
19-hex tile x1

Rules:

The Nchuleftingth dungeon does not include any special setup or gameplay rules beyond what is specified in the Morrowind quest steps that call for dungeon encounters. All specific instructions for each dungeon setup can be found in the party's current quest.

Endgame
The Clockwork Horror

Day 1

As you learn more about these strange digs playing out around Morrowind and their connection to your previous mission, your attention continues to be drawn back to Nchuleftingth. The ancient Dwemer ruin has a lavaworks that could be used for crafting large, complex pieces of machinery – a possibility you find likely, given those blueprints you've procured that are said to belong to the secretive Wood Elf Deslandra. As you prepare for the arduous journey down to the ruin's inner depths, you take a moment to weigh the possibilities of just what might be down there. Time is of the essence, but an unprepared adventurer is as good as dead in a place like this.

Encounter Setup:

Set aside quest units: **Zirik**, **Shadowscale Akisha**, **Mechanist Deslandra**, **Void Centurion Torso**, **Void Centurion Right Arm**, and **Void Centurion Left Arm**.

Create a Peaceful Overland Deck consisting of all Morrowind peaceful encounters and 4 random general peaceful encounters.

Encounter Rules:

Each adventurer may choose 1 of the following options:

Pack provisions: Search the Deck for 3 of your choice and the Deck for 1 of your choice, and gain those items. Shuffle the decks after gaining these items.

Review blueprints: Gain 2 bonus XP during today's Reward Phase.

Study maps: Note which adventurers select this option in your campaign journal. This has no immediate effect but will let you take bonus turns more easily in the final step of this quest.

Rewards: 1

When completed, go to day 2

Available Keywords

Block Operative

Your work has put Deslandra's operatives off balance, allowing you more space to prepare.

Each adventurer who chooses to pack provisions may gain 1 additional from the Deck. Each adventurer who chooses to review blueprints may gain 1 additional bonus XP.

If you also have keyword: **Dark Blessing**, each adventurer who chooses to pack provisions or review blueprints may also gain 3 tenacity.

Gain Notoriety

Now that you've challenged Deslandra's forces in the region, they give you a wide berth as you enter the dungeon.

Each adventurer may select 2 options. If you also have keyword: **Adornment**, each adventurer may select all 3 options.

ENDGAME
THE CLOCKWORK HORROR

DAY 2

You travel into the bowels of Morrowind for a long time, winding this way and that through the ancient dwarven tunnels. You're just about to give yourself up for lost when you come upon a large cavern. You see the woman you know to be Deslandra near the center of the rocky clearing, tinkering with something you can't immediately identify. Something big. You listen in as she speaks to her assembled acolytes.

"Soon, my Soldiers of the Void, our work on this artifact of the Daewon will be complete," she says. "You have toiled long and hard to gather the pieces to turn this ancient centurion into a truly formidable creation, and I christen it the Void Centurion in your honor! Once it is fully operational, no one will be able to stand against us as we purge magic from Nirn for good. We could storm the gates of Oblivion and close it with our bare hands!"

A cheer erupts from the crowd. You suspect Deslandra might be overpromising somewhat, but you know enough to realize that someone had better destroy this construct before it does something all of Tamriel will regret.

Encounter Setup:

Set up the Nchuleftingth dungeon, using the end of session difficulty EP.

Deploy quest unit: **Void Centurion Torso** to Hex A, quest unit: **Void Centurion Right Arm** to Hex B, quest unit: **Void Centurion Left Arm** to Hex C, and quest unit: **Mechanist Deslandra** to Hex D. Place a cache under each Void Centurion unit, and place quest unit: **Shadowscale Akisha** with 0 HP under the Void Centurion Torso (above the cache).

Encounter Rule:

Shadowscale Akisha is moved with the Void Centurion torso and does not take turns until the Void Centurion Torso is defeated. After the Void Centurion Torso is defeated, Shadowscale Akisha heals to full HP and gains additional HP equal to (may exceed Health stat).

When a Void Centurion moves, all caches in its stack move with it. A Void Centurion unit can only be defeated if it has 0 caches underneath it prior to taking damage (if it has no caches under it and has not been dealt damage, it is still considered undefeated and takes turns as normal). A cache is removed from a Void Centurion unit when that unit takes or more damage in a single engage or action (this restriction also applies to true damage). Only a single cache can be removed at a time. When a cache is removed, it is placed in the closest hex that does not already have a cache, side up. If any Void Centurion moves onto a cache, the cache becomes part of that unit's chip stack. Caches in a Void Centurion's chip stack are still considered to be caches for all game effects.

At the start of the turns of each Void Centurion unit and Shadowscale Akisha, draw the top card of the Peaceful Overland Deck and reveal the icon. That unit resolves the following effect based on the icon. If no cards remain in the Peaceful Overland Deck, shuffle the discard and reset the deck. If playing on Apprentice difficulty, you may draw 2 cards and choose 1 to resolve, discarding the other.

: For this turn, this unit's Combat stat is increased by .

: For this turn, this unit gains quest unit skill: **Burn**. If it already has Burn, the skill triggers twice.

: All unattached cache chips that are within any number of hexes in a straight line from this unit are placed in this unit's stack, and this unit gains a Daze status die. For this turn, this unit gains quest unit skill: **Necrotic**.

No Icon: Place a cache in an available cache hex, if possible.

BATTLE OBJECTIVE - CONQUER

Rewards: 3

When completed, go to day 3

Available Keywords

Block Operative

Thanks to your meddling, Deslandra's agents had less time to tinker with her contraption, resulting in its more clunky and predictable behavior.

If you also have keyword: **Eliminate Agent**, when the **Void Centurion** quest units would take their turns, you may look at the drawn encounter card before determining which of the remaining units is taking a turn.

Destroy Equipment

Your sabotage has caused the Centurion to malfunction.

When an enemy triggers quest unit skill: **Burn**, it instead deals 1 true damage to any unit of your choice.

Disrupt Operation

Your removal of contraband equipment has left part of the Centurion inoperable.

Quest unit: **Void Centurion Right Arm** does not deploy.

Gain Ally

You have gained the trust of a friend to help in your time of need.

The quest unit associated with your keyword becomes a companion controlled by the party. This companion gains enemy skill: **Rush**.

Intercept Intelligence

Your intelligence work has yielded additional knowledge of these darkened corridors.

Attach 2 unused delve tiles to any part of the dungeon.

Obtain Artifact

Your efforts have robbed the Centurion of the most crucial element in its construction: the soul required to fuel it.

Quest unit: **Shadowscale Akisha** does not deploy.

Recover Reagent

Your work in securing reagents vital to Deslandra's mission has allowed you to brew antidotes to the weaponized Llodos Plague in these caves, as well as to gain a better understanding of the construction of this Centurion.

When dealing damage to a **Void Centurion** quest unit, ignore 1 defense for each cache underneath the unit.

Ruin Experiment

Your work with the criminal underworld has sabotaged much of Deslandra's work on the Centurion.

Quest unit: **Void Centurion Left Arm** does not deploy.

If you also have keyword: **Underworld Disarray**, the Void Centurion Left Arm instead deploys to the entrance tile with 1 cache chip in its stack. It becomes a companion controlled by the party. It still resolves an overland icon before its turn. Caches under this companion are removed if the companion takes 1 or more damage in a single action or engage, regardless of .

Endgame
The Clockwork Horror

Day 3

You've defeated Deslandra and reduced the Void Centurion to rubble, but you don't have time to celebrate. The death throes of the construct shook the foundations of this ruin, and judging by the falling rock and toppling pillars, the depths of Nchuleftingth are on the verge of a cave-in.

Deslandra still has adherents outside of this ruin, and you know someone will have to alert the authorities to their plans. That information can't die with you – and even if it could, you have a lot left to live for. You need to get out of these tunnels, and fast. However, you feel the eyes of an unseen foe at your back. The Wood Elf's allies still linger here.

Encounter Rule:

Initiate the following delve, using the end of session difficulty EP.

After a delve tile is revealed, if quest unit: **Zirik** is not already in play, he deploys to the newly revealed tile in the hex farthest from the adventurer who revealed the tile. Zirik deploys in this way even if he has already been defeated. If Zirik ever starts his turn on a tile with no route to the adventurers, he is immediately defeated (and triggers quest unit skill: **Penumbra**).

At the end of an adventurer's turn, they may choose to drain an available skill die and untrain a square Health stat token to take another turn (they must be able to do both). This may be done multiple times per round. If the adventurer chose to study the maps on day 1, they only need to fulfill 1 of these 2 requirements.

After each time a skyshard is gained, 1 defeated adventurer may be deployed with 1 HP to the closest unoccupied hex to the adventurer who gained the skyshard. If the revived unit's place in the turn order has already passed and they have not taken a turn this round, they may take their turn after all other adventurers have taken their turns.

At the end of each round, but before checking to see if the encounter is successful, remove a number of delve tiles from the battle map equal to the number of gained skyshards +1. Tiles are removed from smallest to largest (including the entrance tile). All units occupying removed tiles are defeated. The removal of delve tiles can make previously explored hexes explorable again.

This encounter is successful at the end of a round in which all adventurers are occupying the same delve tile, having gained at least + 2 skyshards. If playing on Apprentice difficulty, you may gain 1 fewer skyshard. Adventurers may still explore new tiles and gain additional skyshards after revealing and/or gaining the required amount of skyshards.

When completed, go to the Epilogue

Available Keywords

Block Operative

If quest unit: **Zirik** cannot trigger quest unit skill: **Penumbra** when defeated, he is removed permanently and does not deploy again.

Eliminate Agent

Thanks to your efforts, the assassin-thief Zirik is no more.

Quest unit: **Zirik** does not deploy.

Gain Ally

If your ally was defeated on day 2 and you also have keyword: **Adornment**, redeploy your ally with full HP at the start of this delve.

Intercept Intelligence

Ignore all delve trap text and Dark Elf Patrol cards.

Recover Reagent

When removing tiles from the delve, only remove tiles equal to the number of gained skyshards.

Endgame
The Clockwork Horror

Epilogue

You emerge, blinking, back into the cloudy daylight of Vvardenfell. Deslandra, her construct, and much of her army lie deep underground. You shudder to think how close you were to joining them. As you head out to Vivec City to let the Ordinators know about the stragglers from Deslandra's cult, you muse about the irony of the Wood Elf's final fate. In a few hundred years, the amateur archaeologist could become the subject of a dig site herself.